

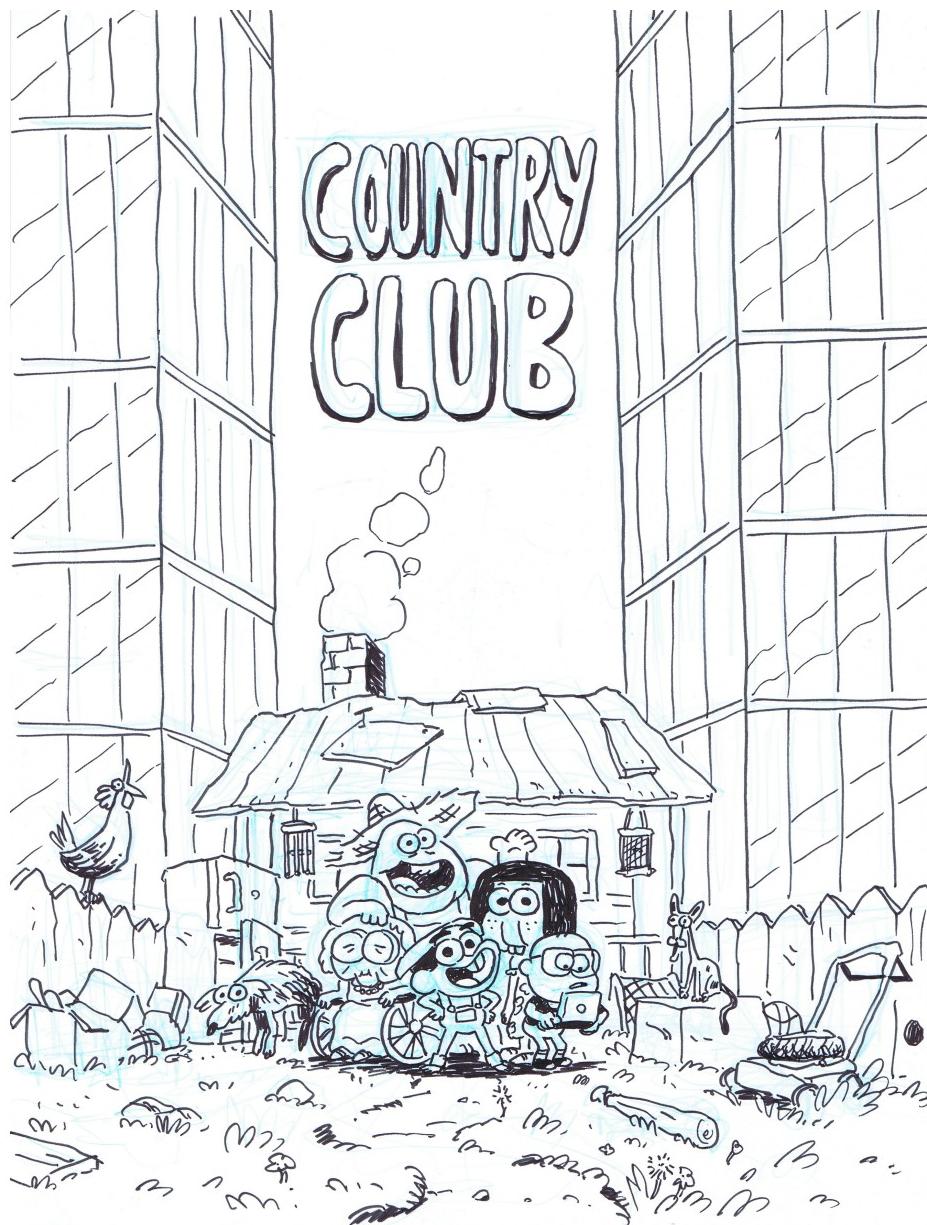
COUNTRY CLUB

Genre: Comedy
by Shane and Chris Houghton
Bible Draft 3

Summary Nugget

Country Club follows a young country boy living in a big city who is *writing his own legend*.

Bucket's country family lives in the middle of an urban sprawl. They're making their own slice of rustic life amid the smart phones, café lattes, and sweater-wearing puppies.



CHARACTERS

BUCKET



LIL' SMARTASS: Bucket is a natural prankster and adventurer. He seeks out fun, escapes from boredom, and never misses an opportunity to mess with someone (especially his lovingly tortured father).

Bucket wants to be a legend one day. Actually, he wants to be a legend today. Bucket throws himself at adventure in order to collect more stories, and if a task proves not challenging enough, Bucket will gladly create his own obstacles to make the story seem more adventurous. He won't take the easy way out.

Bucket is anti-authority and has problems with rules. If a door says "Do Not Enter" Bucket is the first one through.

Bucket is the kind of kid who always has a bug in his pocket.

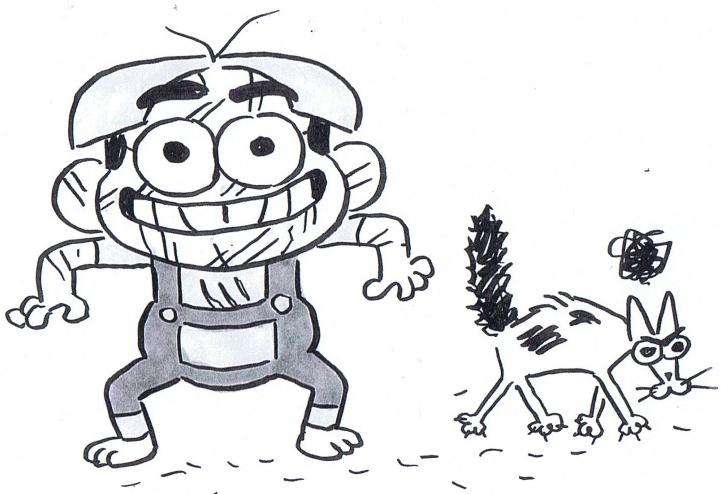
He is wildly confident and rarely gets cornered in a lie.

He's quick on his feet, both figuratively and literally.

FAMILY DEFENDER:

Despite his natural instincts to disrupt, Bucket has strong moral backbone and feels compelled to right any major wrongs he creates.

Bucket is the first to stand up for his family when outsiders criticize their lifestyle. Bucket knows family comes first.



SPOTLIGHT-SEEKER:

Bucket loves the attention and admiration of his peers, especially from his best friend, Remy. Good-kid Remy makes Bucket look better by association. However, Bucket enjoys corrupting Remy a little bit at a time.

Bucket is not ADD, but his brain finds potential for shenanigans where others may not. *Bucket can't help himself from doing the things he's not supposed to.*

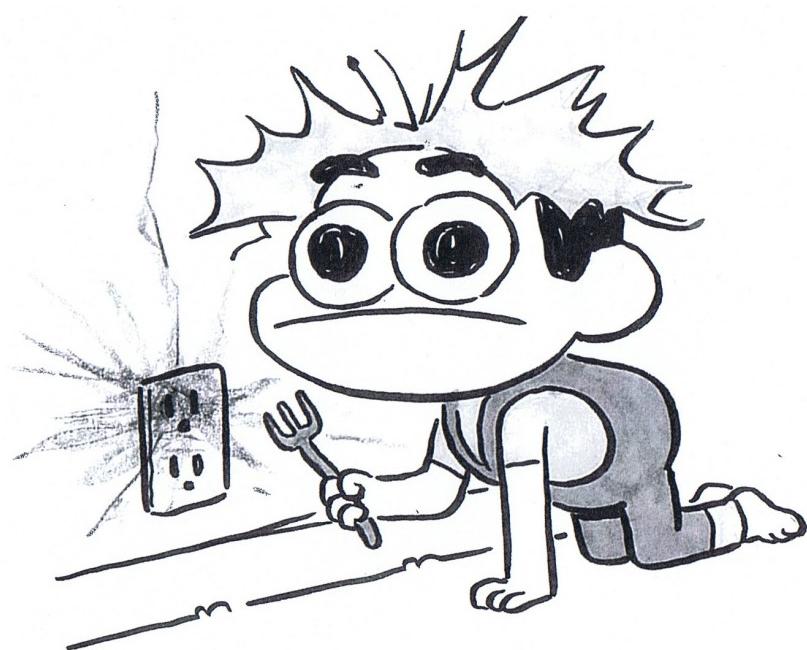
Bucket wants to be famous, but what he needs is to feel accepted. Deep down, he knows he and his family are different. They don't fit in with the big city. Bucket is constantly trying to prove to the entire city why he and his family are special.

Attributes:

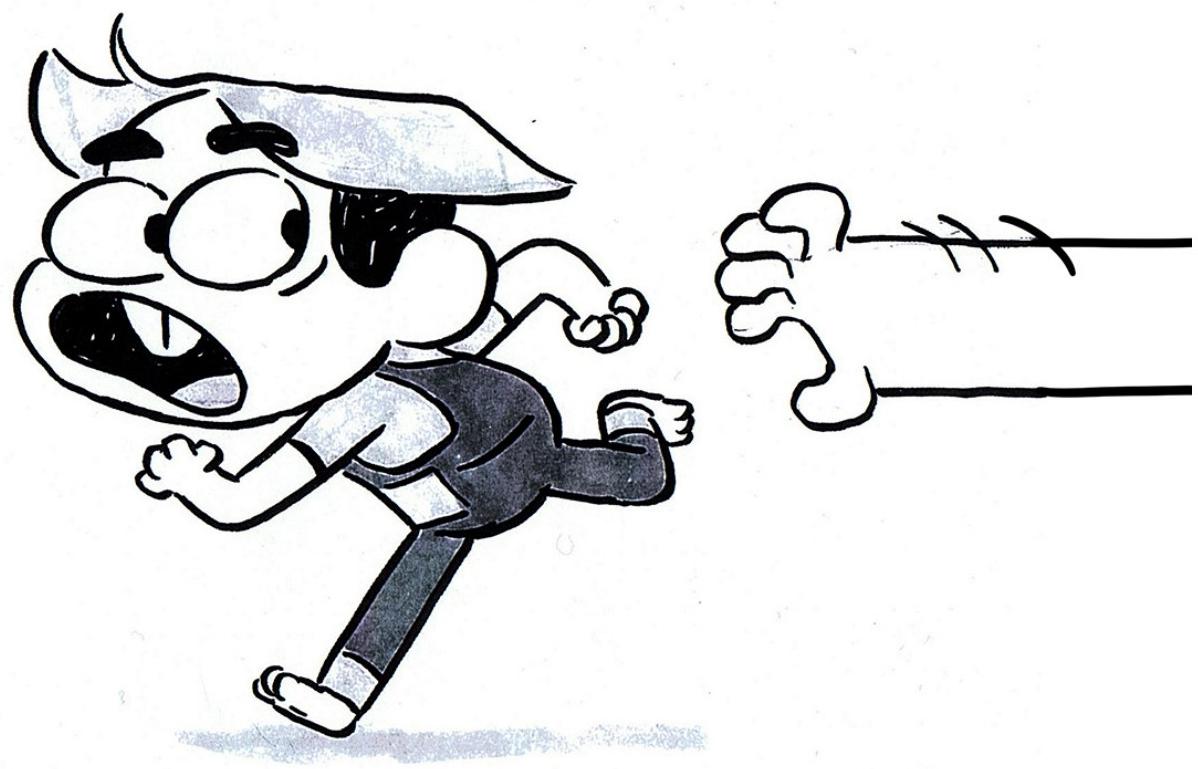
- *Confident*
- *Charming*
- *Stubborn*
- *Sneaky*
- *Truth-Stretcher*
- *Loyal*
- *Creative Problem Solver*

Pressure Point:

Being called stupid, insulting his ego.



BUCKET!



BILL



FARMER: Bill is an “organic urban farmer” and loved by the local farmer’s market crowd. But Bill considers himself just a farmer who grows and sells vegetables. Bill embraces technology, yet has no idea how to use any of it. He is behind the times, but tries his hardest to catch up.

LOOKING FOR LOVE: Bill is a single dad, who is ready to mix and mingle. He is all about online dating, but rarely has success even accessing the “internest”. He thinks he’s video chatting when really he’s watching a YouTube video. He thinks he’s filling out a Match.com profile, but really he’s erasing his hard drive.

FATHER: Bill likes to believe his children are upstanding citizens. He constantly tells himself Bucket is a great kid, especially when he screws up. It’s like if Bill says it enough, it will come true. He just wants Bucket to grow into someone he can be proud of. “Just don’t embarrass me, Bucket.” Bill doesn’t enjoy punishing Bucket, but does when he must.

On the flip side, Bill thinks Tilly is his golden ticket. She can do no wrong and always seems to impress Bill with her accomplishments.

Bill pushes technology on his kids, but never fully understands it himself. When he gives Bucket a smart phone so he can track his whereabouts, Bucket messes with him by throwing it on a train so Bill must chase down a train while Bucket enjoys a day of freedom.



Bill really likes Remy and thinks he's a good influence on Bucket. A little "limp-wristed", sure, but hopefully his positive attributes will rub off on Bucket. Bill wants to tell Remy, "I wish you were my son."

Bill loves his mom, Gramma Alice, but is a little fed up with her. She's always nagging and telling him he's a bad parent. He should be more like her.

Attributes:

- *Honest*
- *Vulnerable*
- *Self-Conscious*
- *Provider*
- *Self-Improver*

Pressure Point:

Being labeled a bad parent, insulting his farming knowledge.



TILLY



savant, which explains away any strange behavior. Bill thinks she can do no wrong.

“LAWYER”: Tilly dreams of being a lawyer. She likes the idea of wearing a pantsuit and speaking to a jury. She holds mock trials instead of tea parties where she puts the cat on trial for eating a bug. She holds grape jelly on trial for colluding with peanut butter. Really stupid trials. She knows nothing about being a lawyer but likes the thought of yelling, “Objection!”

A REAL DUMMY: Clumsy, wide-eyed stare, often caught drooling... Bucket's sister Tilly is no brainiac. She finds pleasure in simple and strange ways like braiding blades of grass or squeezing out an entire tube of toothpaste.

However, things always seem to work out for Tilly. She's won a lot of contests and awards by sheer coincidence or plain dumb luck. Everyone is impressed and thinks she's a whiz. People think she's a



ACCOMPLICE: Tilly often finds herself on adventures with Bucket and Remy. She is easily manipulated by Bucket to do what he wants. But when the truth makes itself known, Tilly cannot keep up with Bucket's lies. Lying is really difficult for her and accidentally blows Bucket's lies by stating the truthful obvious. She doesn't mean to -- she doesn't fully grasp the concept of *not* speaking the truth.

Tilly's simple and honest approach to life helps Bucket see through the web of confusing lies he may have created.

UNPERCEPTIVE: Bucket wants to prank Tilly, but she never seems to notice. He wants her to get some sort of reaction out of her, but has delayed reactions or doesn't notice at all. Whether it's cream cheese to replace her deodorant, a pail of water over the door, or the neck hole in her dress sewn shut... She doesn't notice.

Attributes:

- *Slow*
- *Simple*
- *Truthful*
- *Gullible*

Pressure Point:

Telling her she'll never be a lawyer/crushing her dreams.

REMY



TECH SAVVY: Remy is Bucket's technologically inclined best pal. Remy is frequently on his smartphone looking up reasons why whatever it is they're doing is a bad idea. Bucket's country family is scary for him because it's so different and dangerous, but it's not as bad as being home alone by himself.

LONELY: Remy has absent, workaholic parents. His father is mayor of their city and his mother is a high profile attorney. He lives in an expensive and cool apartment (an entire floor in the building), but it is an empty home without love or warmth. It feels more like a hotel room than a lived-in home.

Bucket loves going over to Remy's apartment because there's no supervision and lots of cool and expensive stuff to mess with.

Besides Bucket, Remy is only close with the cleaning lady, Rosa. Speaking with her is the only social interaction Remy has at home since his parents are always gone.

Remy has a crush on Tilly, but Tilly never notices. It is unknown how she feels towards him. If she feels anything, it's not apparent.

IMAGINATIVE: Remy is a big dreamer. He loves fantasy and has lots of hobbies. He paints Warhammer game figures but never has anyone to play the complex game with. His dream job is to be the drummer/sidekick for a late night talk show host. Not the host himself, just the musical sidekick.

Remy is a thinker and an avid reader. He is in his head a lot whereas Bucket is vocal, has no filter, and acts without thinking.

Remy likes Bucket because Bucket opens new doors for him. Remy is lonely and likes having a friend to hang out with. Therefore, he will do anything Bucket wants to do because it's better than being alone. He has difficulty admitting it, but Remy gets a real thrill out of his adventures with Bucket.

Attributes:

- Germ-a-phobe

- *Scaredy-cat*
- *Big dreamer*
- *Thinker*
- *Avid-Googler*
- *Techy*
- *Desperate for solid friendships*

Pressure Points:

Incorrect references, rule breaking (but rule *bending* is okay).



GRAMMA ALICE

WISE OLD KOOK: Gramma Alice is Bucket's grandmother and lives with Bucket's family. She doles out random advice like a lesson from a different episode rather than the current one. It's good advice, but may not pertain to the problem at hand.

DANCER: Alice is a great dancer, but only dances to old timey 1920's style music. She's still got the moves of a spry teenager, but only when dancing. Otherwise she's always slow and deliberate.

OL' SMARTASS: Bucket really looks up to his grandma. She gets her kicks out of seeing city folks chased by pigs or confused by manual labor. She gives Bucket devious tips, but denies involvement. She also doesn't take any of Bucket's shenanigans and can see his pranks coming a mile away. Bucket thinks she's the real deal. He'll do anything for her, because he loves her.

Gramma thinks her son, Bill, is an idiot. She still mothers him when he's trying to find a date. She thinks Bill needs more livestock to attract a wife. She finds technology unnecessary and is super old-school. At her core, she loves Bill, but her kind of love is all *tough love*.

Attributes:

- Hard ass
- Wise
- Forgetful
- Blunt

Pressure Points:

Pretty much anything will set her off.

Depends on what kind of mood she's in.



NEIGHBORS AND PERIPHERAL CHARACTERS

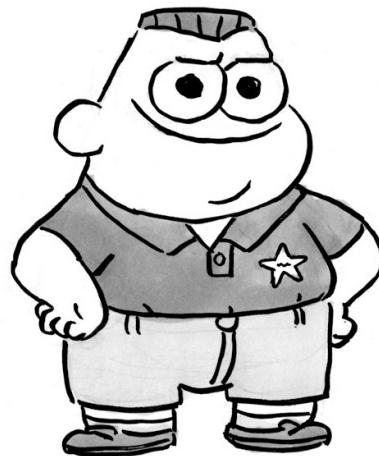
Bucket's house is flanked by a trendy café and a packed apartment complex. These are a few of the folks from around his neighborhood:



GLORIA GOODY - Café Owner

Ms. Goody is the British owner of the cool French café next door to Bucket's family's country shack. She has high aspirations to open a bigger restaurant on the other side of town (away from Bucket) and to have a reality show starring her operating her dream restaurant.

Her café does well and attracts hipsters and high-profile clients like movie stars and business moguls. Gloria is a name-dropper, and has a wall featuring all the famous clients who have ever frequented her café. Bucket would LOVE to get on her wall, but Gloria would never allow it. That doesn't stop Bucket from trying. Her eyesores of neighbors easily embarrass her. Bill is enamored with her, but Gloria does not reciprocate those feelings.



TRAVIS WEISMAN - Neighborhood Do-Goodeer

Travis is a local Boy Scout and wannabe police officer. He is a tattletale and do-gooder. He can sometimes be convinced to go on adventures with Bucket, but other times, he is on the side of the law and therefore against Bucket.



ALEX - Apartment Neighbor

Daughter of the landlord of the apartment complex next door to Bucket. Alex believes in UFOs, Aztec and Mayan conspiracy theories, and is a devote follower of astrology. She's a budding artist and paints renditions of her nightmares that adorn the walls of the complex's community laundry room. Alex is friends with Tilly and allows her to come over to swim in the apartment pool. Bucket completely believes Alex's wild theories, which sends him on paranoid goose chases to capture, communicate, or find proof of alien life forms.

JOHNNY - Apartment Neighbor

An angry, raging young introvert. If he were an adult, Johnny would be an alcoholic. Johnny is a pessimist and loves to hate the world in front of him. He tries to hold his feelings inside, but often explode out. Johnny's parents are always encouraging him to go out and play with the other neighborhood kids, which Johnny loathes. Bucket finds Johnny's rage, passion, and dark look at the world particularly fascinating and appreciates having someone around who has such a different way of thinking and/or problem solving.



MONICA - Apartment Neighbor

A complete spaz who lives in a glittery world of video games, candy, and anime. Like the power of a million exploding unicorns, Monica never seems to slow down. Monica likes to hang with the boys and accepts any physical challenge set before her. She sees challenges as an opportunity to "level up." Bucket doesn't like being shown up by girls (something Monica often unknowingly does) and resents Monica's never-ending energy and peppy attitude.

MARK - Apartment Neighbor

A zen and kinda douchey man-child who lives off a trust fund. As an ignorant and chill dude, Mark is more comfortable around children rather than adults. Mark owns two wild pit bulls that are completely opposite his zen-like attitude. Bucket loves the strong and fierce dogs and would love an afternoon alone with them, which is why he's always asking Mark if he can walk them. Of course, the pit bulls are way too much for Bucket to handle...





MR. PRICE - Apartment Neighbor

An ancient opera singer who is on the brink of expiration. Mr. Price is old, old, old. He's like a skeleton that someone brought back to life on accident. Mr. Price is a hoarder and ex-opera singer who still practices singing everyday. Bucket finds him and his foreign habits extremely interesting and loves spending afternoons rooting through the old junk in his apartment. Bucket would love to play matchmaker and hook up Mr. Price with Gramma Alice.

THE FLEMING BROTHERS - Local Bullies

Three rough and tumble brothers (named Spitz, Drool, and Loogey) who always roll together. They're the Three Stooges of bullies and ride through the town on their bicycles like they own it. Bucket would love to join their gang, if only to be a part of a cool boy gang, but Remy would never make the cut. Other times, the bike gang causes trouble for Bucket whenever he gets a new toy, has a sandwich they want to eat, or if Bucket is simply on the wrong side of the street.



SETTING

Bucket's family lives in a wooden shack in the middle of a city. They have garbage and broken down farm equipment on their lawn. Gramma Alice has lived in the shack for decades while the city sprung up around her over the many years she's lived there. **Bill, Bucket, and Tilly have only recently moved in with Gramma Alice and are acclimating to city life for the first time.**

Bucket's house is full of dangerous, yet cool objects – a broken snowmobile, gooey medicine jars from the 1880's, rusty bear traps, old refrigerators, farm equipment, etc... Local kids enjoy going to Bucket's house because of the lack of authority, the novelty of seeing a different lifestyle, and to play with the cool and dangerous junk.

Their house is sandwiched between a stretch of businesses and an apartment complex. The last business before their house is a trendy café whose owner despises the country family. The apartment complex next door has a "forbidden pool" which Bucket and Remy are always trying to break into and go swimming.

Behind Bucket's house is a Central Park-like large park/forest. Bucket treats it like a remote forest to play in, but has to ignore the outdoor yoga classes, bums, and street musicians peddling for money. Bucket likes to hide in the trees and shoot rubber bands at passing joggers.



PILOT STORY PREMISES

“The Lure of a Well-Oiled Tractor” or “Tractor Temptation”

Logline: Bucket enjoys the attention while joyriding his dad’s prized lawn mower through town, but when he loses control of it, the rogue mower causes havoc.

SETUP: When Bill catches Bucket trying to make a bobsled pulled by his farm animals, Bucket is punished with a chore: mowing the lawn. Bucket wants to use the riding mower, but Bill is worried that it is too much power for Bucket to handle. Bucket must use the rusty push mower instead.

COMPLICATION: Bucket can’t forget about the riding mower and convinces Tilly to distract Bill with a song while he steals it. When he succeeds, Bucket quickly forgets about mowing the lawn and instead joyrides it through town. Bucket picks up Remy and basks in the attention he receives from onlookers. However, the mower breaks down. Bucket worries about getting the mower back before his dad notices that he is missing!

Back home, Bill is beginning to tire of Tilly’s one continuous song. Tilly continues ad-libbing a song to distract Bill. Bucket tries to fix the engine while Remy Googles for answers. Bucket messes with the controls and restarts the tractor, but in high gear! The tractor takes off and Bucket flies off the back. The rogue tractor barrels through the park and mows up the lush greens, park benches, and statues. Bucket and Remy chase after it, trying to stop its rampage. They become afraid of the wild machine.

RESOLUTION: Bill arrives and witnesses the mower heading straight towards the park lake. Bucket calls his farm animal bobsled with a whistle. With the bobsled, Bucket catches up to the wild tractor, leaps on, and turns it off right before it drives into the water. Bill congratulates Bucket and said maybe he was wrong; Bucket can handle the riding mower. But Bucket is terrified of the wild machine and prefers his methods. Bill can keep the tractor to himself! Back home, Bucket attaches the rusty push mower to the farm animal bobsled and mows the lawn while riding that.

“Space Chicken”

Logline: Bucket is determined to achieve fame by becoming the first person to launch a chicken into space!

SETUP: Bucket has his heart on becoming famous by being the first person to launch a chicken into space. Remy doesn’t understand how two kids could ever do this, but Bucket’s enthusiasm soon has Remy wanting it as bad as Bucket does.

COMPLICATION: The guys try a variety of options to launch the chicken with very little success. Things get worse when they launch the chicken and it lands on the roof of the neighboring apartment. When the neighbors don't allow them into the apartment to retrieve their chicken, they are forced to give up. Bucket is bummed they can't accomplish anything. When they try, they only make things worse.

RESOLUTION: Bucket and Remy lament to Tilly about their gigantic failure. She is enthralled with their story and wants to know how they're going to get the chicken back. To her, that's more exciting than launching it into space. It's about the journey, not the destination. With a newfound purpose, Bucket and Remy scam their way into the tall apartment next door and rescue their chicken from the room. At the top, they take a moment to be as close to space as they'll get. Then they throw the chicken over and it flutters back to their yard.

SERIES EPISODE IDEAS

“Game Stopped”

Bucket and Remy want to go to the arcade to play video games, but Bucket takes Remy to a GameStop in the mall instead where the games are all free! They have way too much fun, which annoys the teenaged employee, but he's not allowed to kick kids out unless they break a rule. The employee tempts them into breaking rules. Bucket can't help himself and they get kicked out. Bucket and Remy plan their revenge on the jerky teen.

“Wall of Fame”

On the café next door, there is a wall of pictures featuring famous patrons -- And Bucket wants in! Bucket tries to become famous, but nothing works. Instead, he decides to sneak his photo on to the wall, and that will be his claim to fame. But his elaborate reverse-heist is stopped by Gloria, the cafe owner, and told he will NEVER be on her wall. Bucket torments the café patrons to the extreme to get back at Gloria. Gloria BANS HIM FOR LIFE from the café. The upside -- Bucket gets his picture on the wall behind the cash register and a caption that reads “Banned”. Mission accomplished!

“Maps”

Bucket and Remy mess with the GoogleMaps van that takes pictures of the street by setting up strange scenes to be photographed throughout town. However, this spurs an investigation that frames Bill for murder. Bucket and Remy must come forward with their hoax to clear Bill's name.

“My Dad Could Beat Up Your Dad”

Bucket puts Bill in an awkward place with the neighbors by telling everyone that he is a pro-boxer. Bill (having never boxed in his life) enjoys the attention, until he is forced to show off his moves in the ring.

“Bucket Gets a Face Tattoo”

Bucket instantly regrets getting a tattoo that he thought would be cool.

“Battle of the Mascots”

Bucket incites a vicious turf war between the sign twirlers of a new apartment complex and the costume wearing mascots of a local food chain.

“Doctor”

Bucket embarks on a thrilling adventure to escape from the doctor's office when he is supposed to get his vaccination shots.

“Can We Keep Him?”

When Bucket brings home a dangerous mountain lion as his new pet, he must hide it from the authorities and train it to be civilized.

